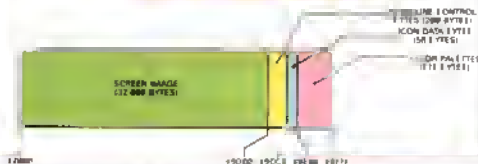


SUPER HI-RES IMAGE



TEAM UNIT CONTROL BYTES

19000 80C7



ICON DATA BYTES

19000 80C1

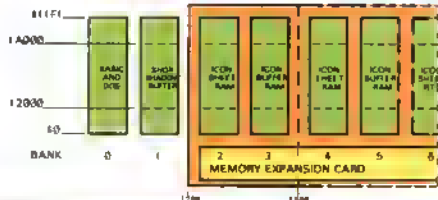


COLOR PALETTE BYTES

19000 9111



MEMORY ALLOCATION



TEXT SCREEN COLOR



0 BLACK
1 BROWN
2 DARK BLUE
3 LIGHT BLUE
4 DARK GREEN
5 LIGHT GREEN
6 DARK GRAY
7 LIGHT GRAY
8 MEDIUM BLUE
9 WHITE

10 BLACK
11 BROWN
12 DARK BLUE
13 LIGHT BLUE
14 DARK GREEN
15 LIGHT GREEN
16 DARK GRAY
17 LIGHT GRAY
18 MEDIUM BLUE
19 WHITE

ICONIX CALLS

HEX	DECIMAL	VARIABLE	DESCRIPTION
19800	38912	BL	Load SHGR image to bank (BK)
19803	38915	DS	Display SHGR image in bank (BK)
19806	38918	MS	Read mouse
19809	38921	IC	OPEN icon (DA)
1980C	38924	CH	Plot character (DA)
1980F	38927	ST	Plot string (\$SG(BV))
19812	38930	IB	Plot inverse bar
19815	38933	CO	Enable/disable SHGR cursor
19818	38936	CF	Disable/clear SHGR cursor
1981B	38939	SO	Enable SHGR graphics mode (320)
1981E	38942	SF	Disable SHGR graphics mode (320)
19821	38945	SC	Clear the SHGR screen to color (CL)
19824	38948	CI	CLOSE icon
19827	38951	PI	PUT icon
1982A	38954	LI	PULL icon (DA)
1982D	38957	CB	Plot color bar (CL)

ICONIX DATA

HEX	DECIMAL	VARIABLE	DESCRIPTION
19840	38976	MH	Mouse horizontal coordinate value
19842	38978	MV	Mouse vertical coordinate value
19844	38980	MB	Mouse button status
19845	38981	HL	Mouse horizontal clamp (limit) value
19847	38983	VL	Mouse vertical clamp (limit) value
19849	38985	ZB	Block buffer address
1984B	38987	BV	Block/string variable (default SG\$)
1984D	38989	BK	Block/display bank number byte
1984E	38990	DA	Data byte (universal)
1984F	38991	TT	Top screen coordinate
19850	38992	LL	Left screen coordinate
19851	38993	IT	Top icon location
19852	38994	IL	Left icon location
19853	38995	IW	Icon width
19854	38996	IH	Icon height
19855	38997	IK	Icon bank number byte
19856	38998	CL	Color byte (universal)
19857	38999	VI	Top inverse/color bar location
19858	39000	HI	Left inverse/color bar location
1985A	39002	WI	Inverse/color bar width
1985B	39003	HT	Inverse/color bar height